

Fig. 1A

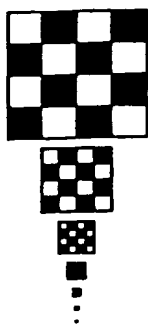


Fig-1B

64x64
32x32
16x16
8x8
4x4
2x2
1x1

Fig 1C



- Level 0
- Level 1
- ⋮
- Level N

Fig. 1D

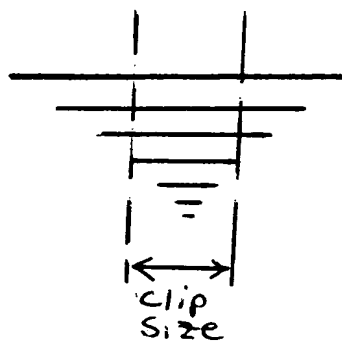
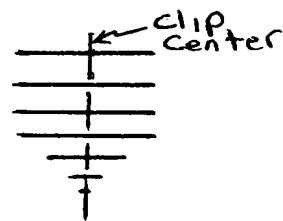


Fig. 1E



$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & i \\ -1 & i \end{pmatrix}$

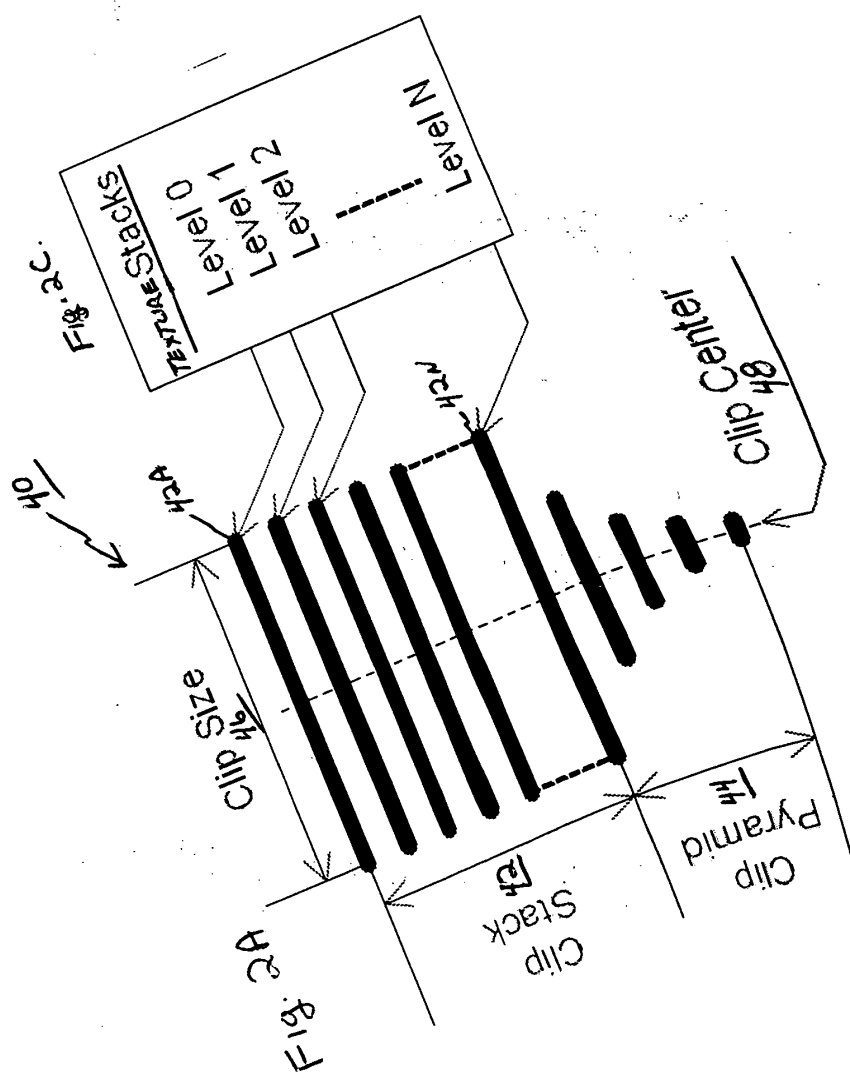
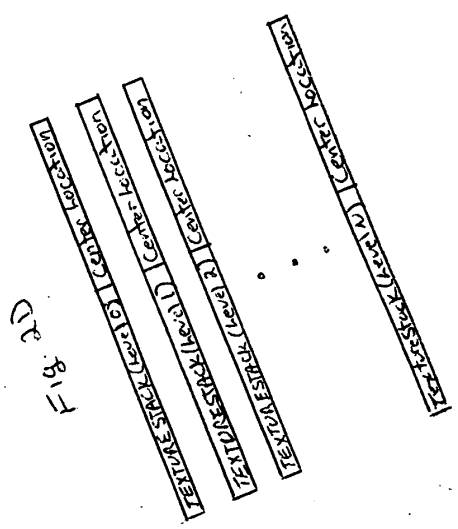


Figure 3A is a diagram illustrating the texture stack (u,v) bounding box. The horizontal axis is labeled 'u' and the vertical axis is labeled 'v'. The bounding box is a rectangle with corners at (0,0), (1,1), (u_x, v_x), and (u_y, v_y). The region between (u_x, v_x) and (u_y, v_y) is shaded with diagonal lines. A label 'VTexStack texture (clipmap level)' points to the shaded region. The axes are labeled with 0.0, 1, and 1.1. The text 'Texture Stack (u,v) bounding box' is at the bottom.

Fig 3A

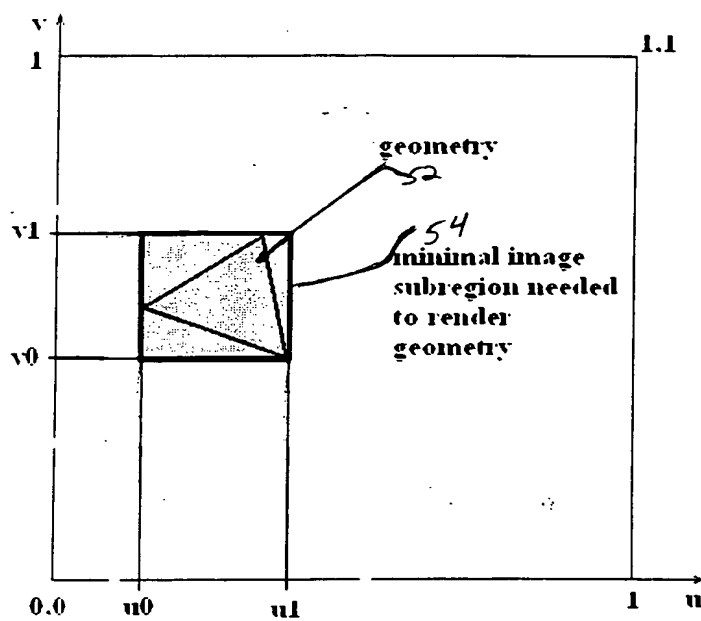


Fig 3B

Fig 3C

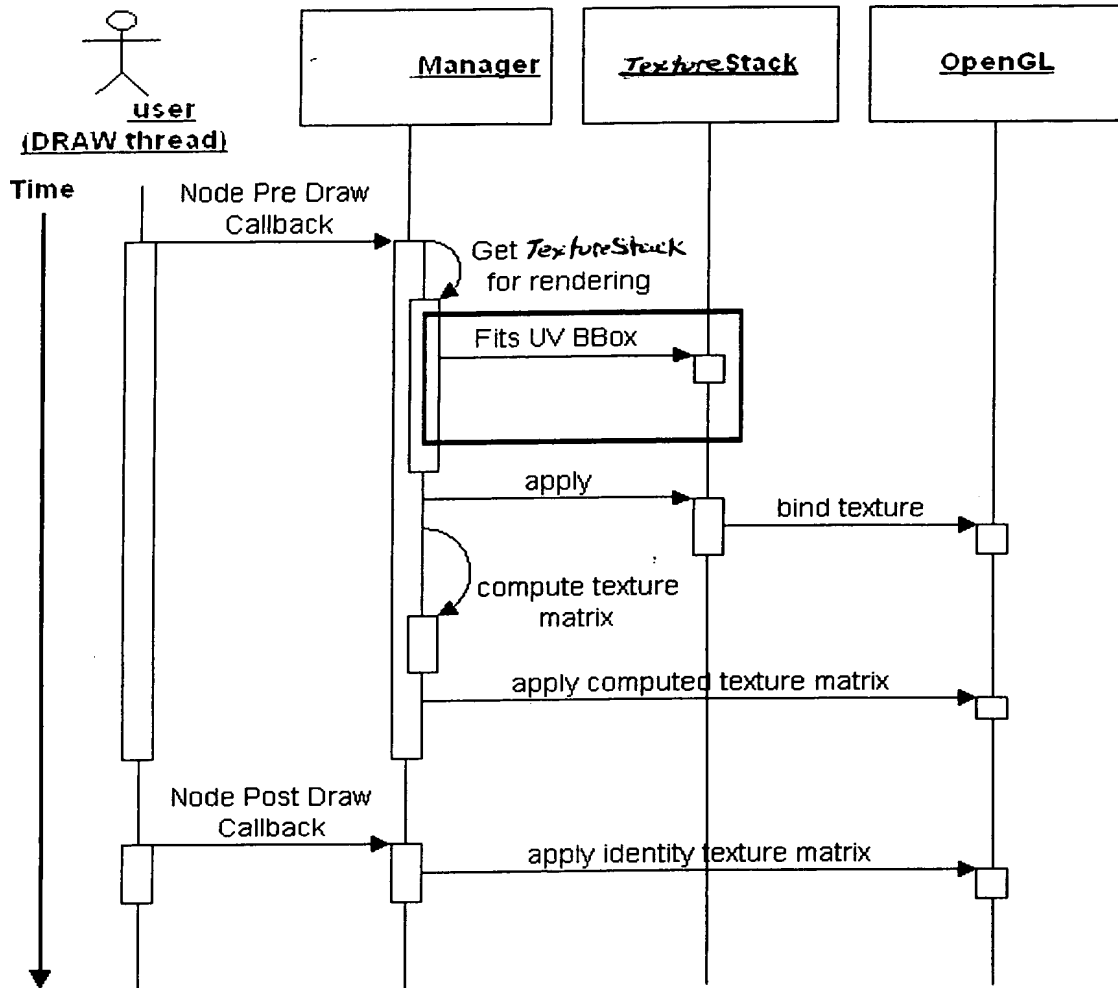


Fig 4A

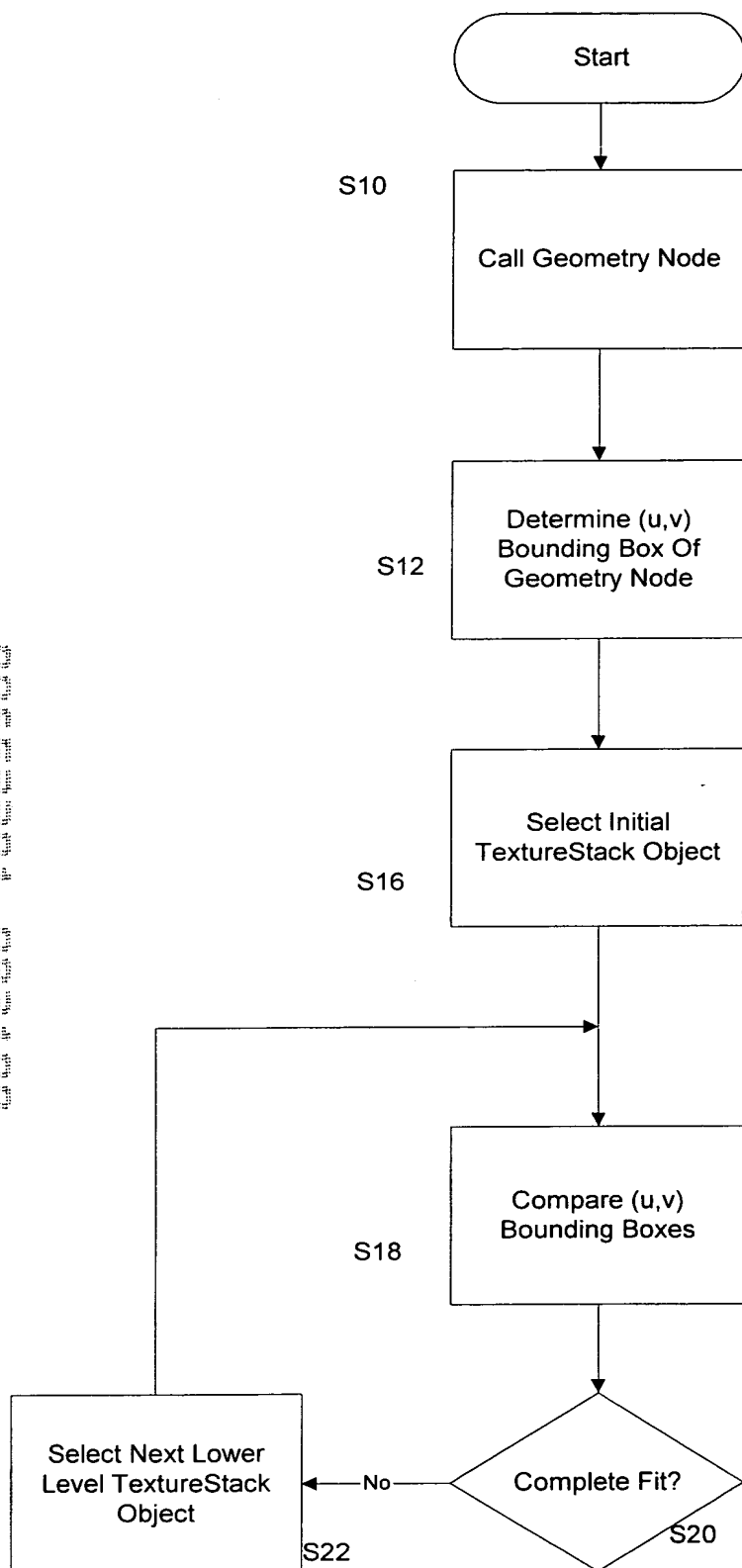


FIG. 4B

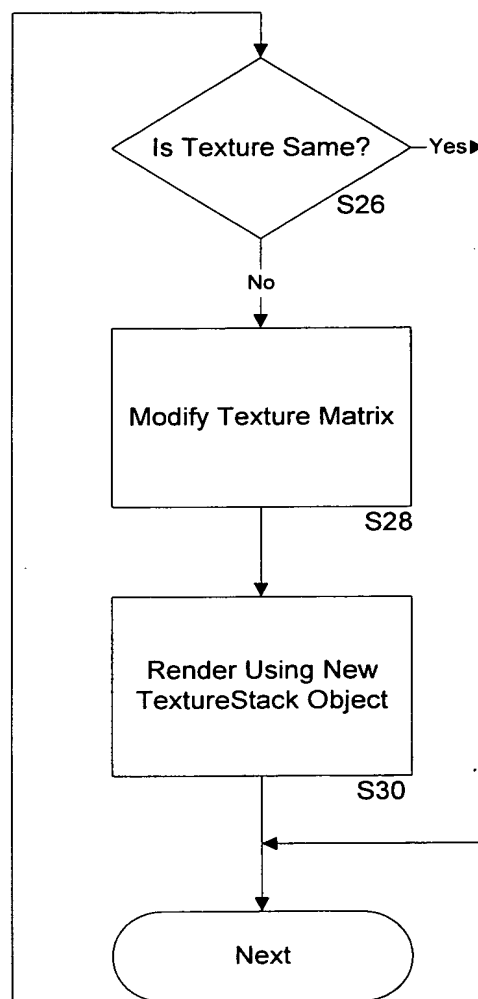
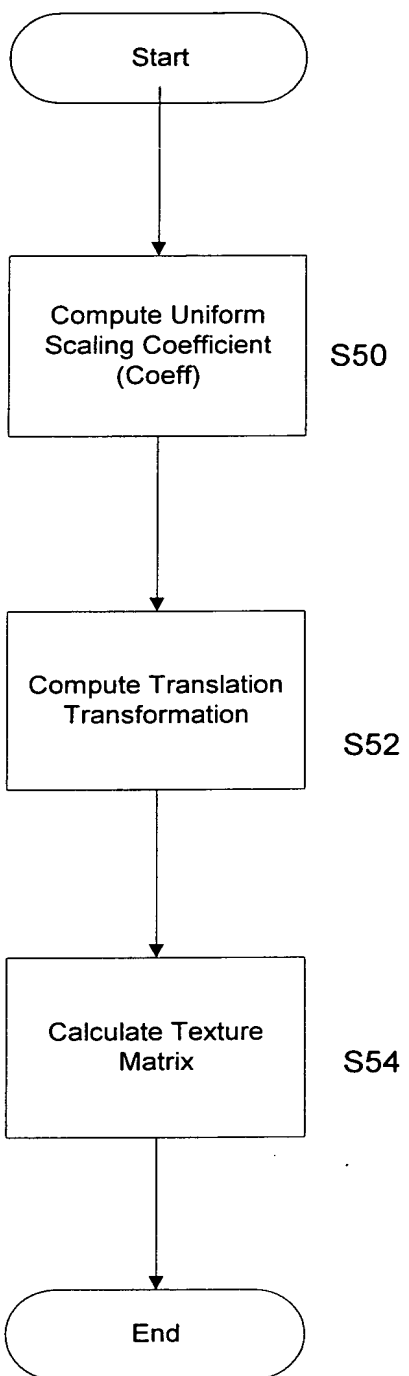


Fig. 5



10

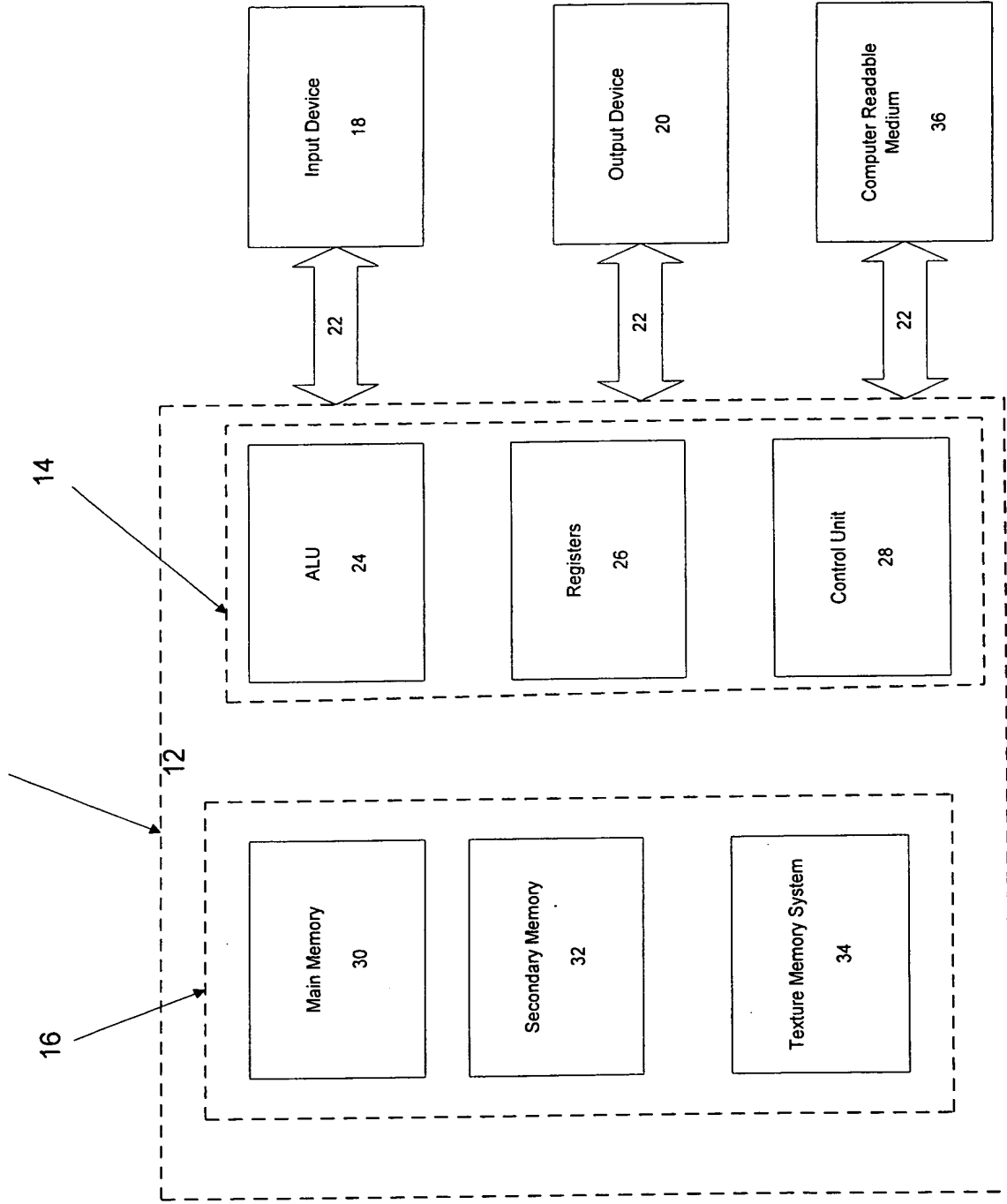


Fig. 6

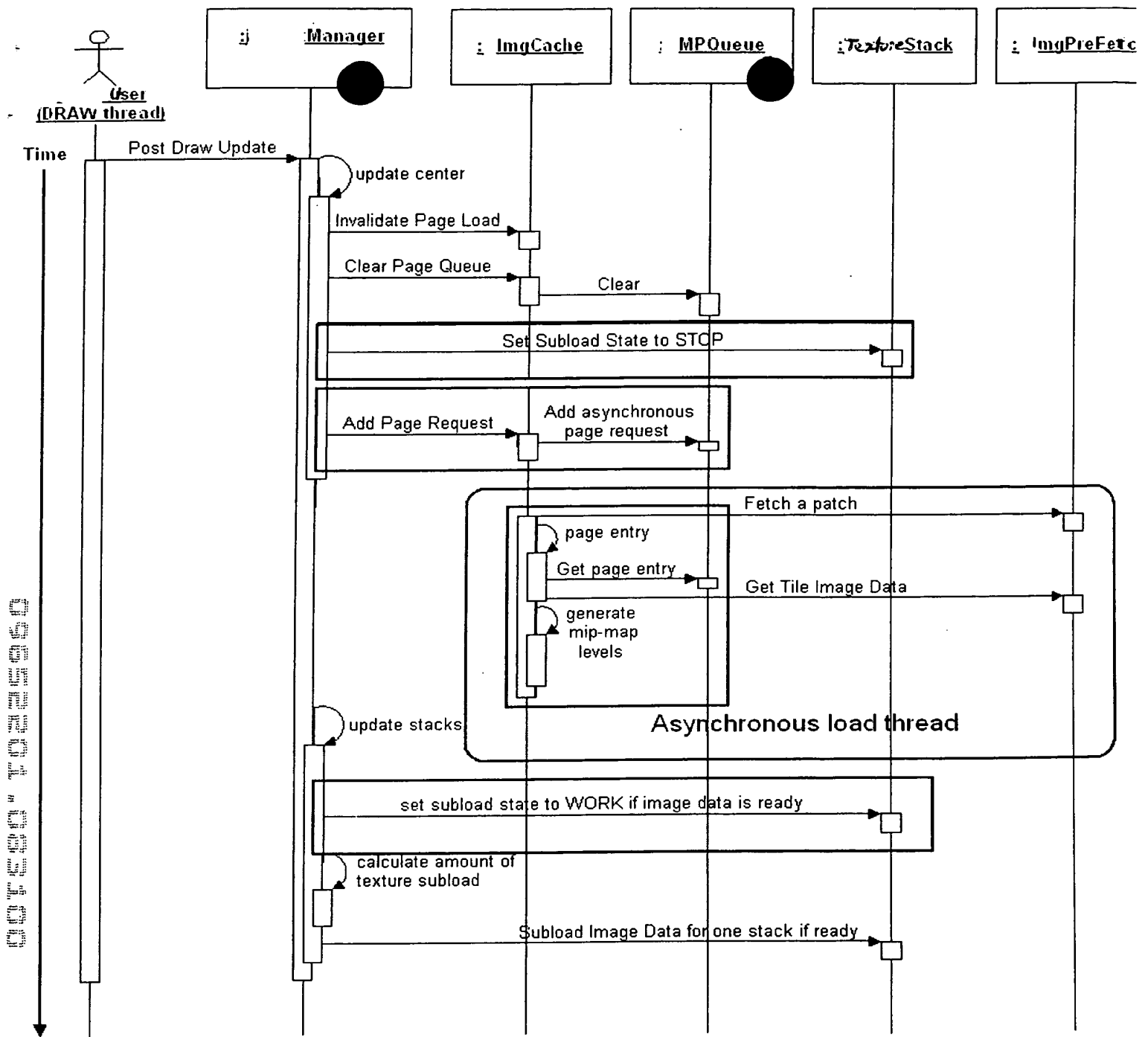


Fig 7A

Fig. 7B

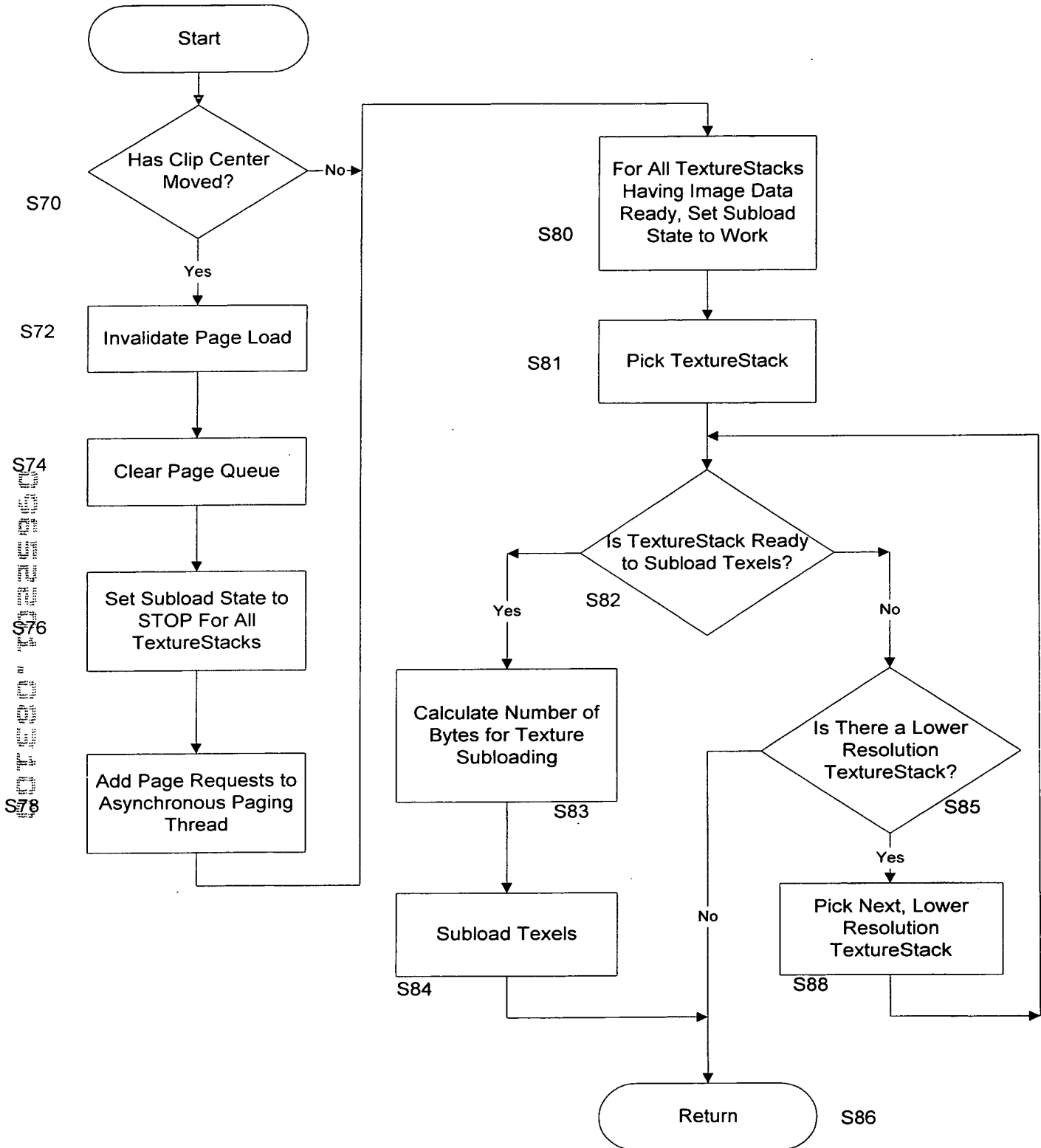


Fig. 8

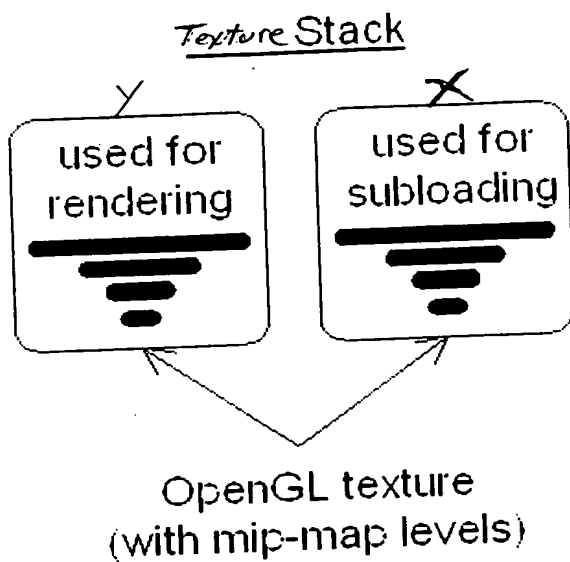
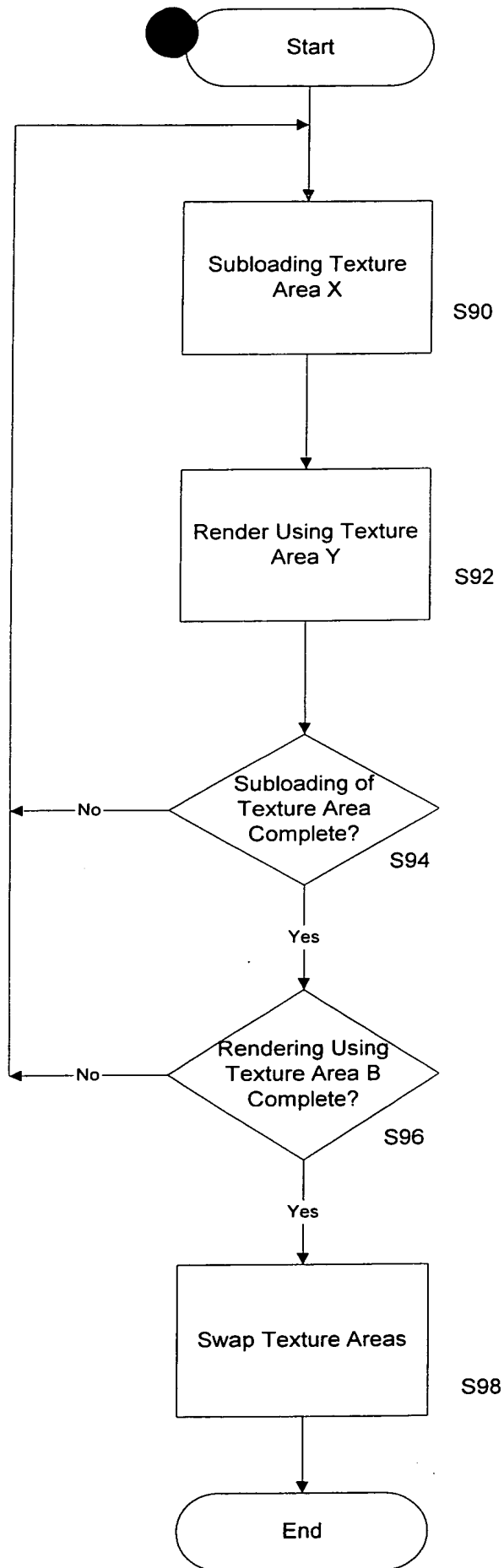


Fig. 9



Virtual Texture or its mipmap level

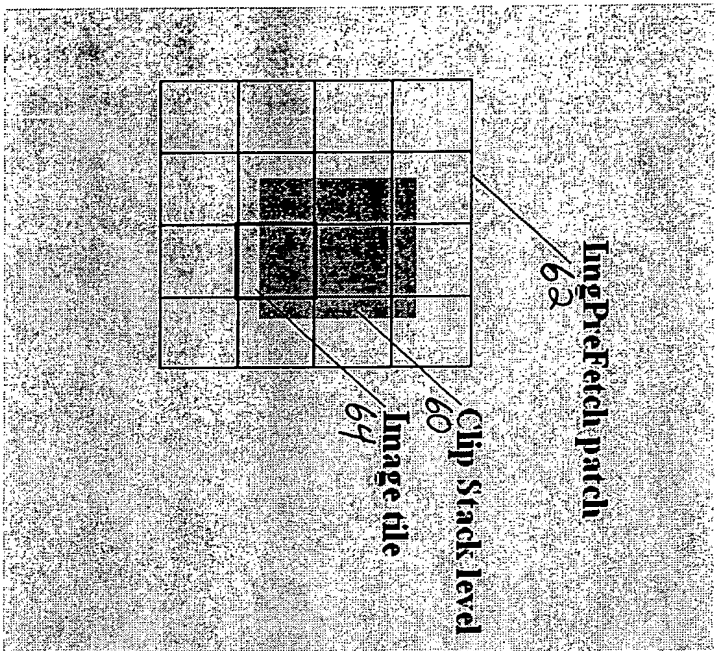


Fig. 10A

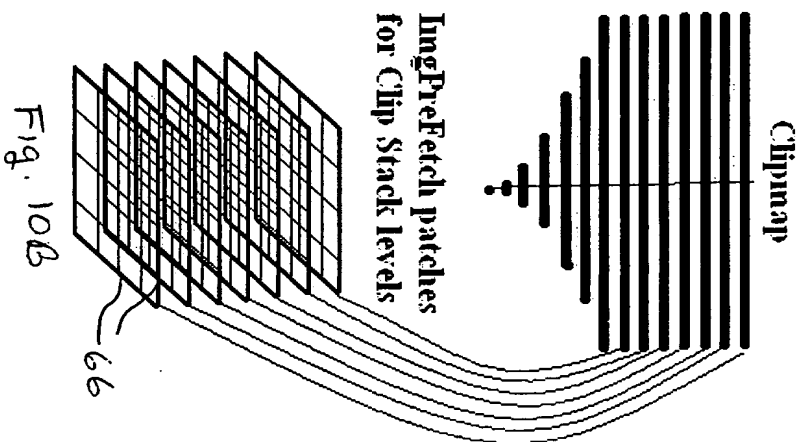
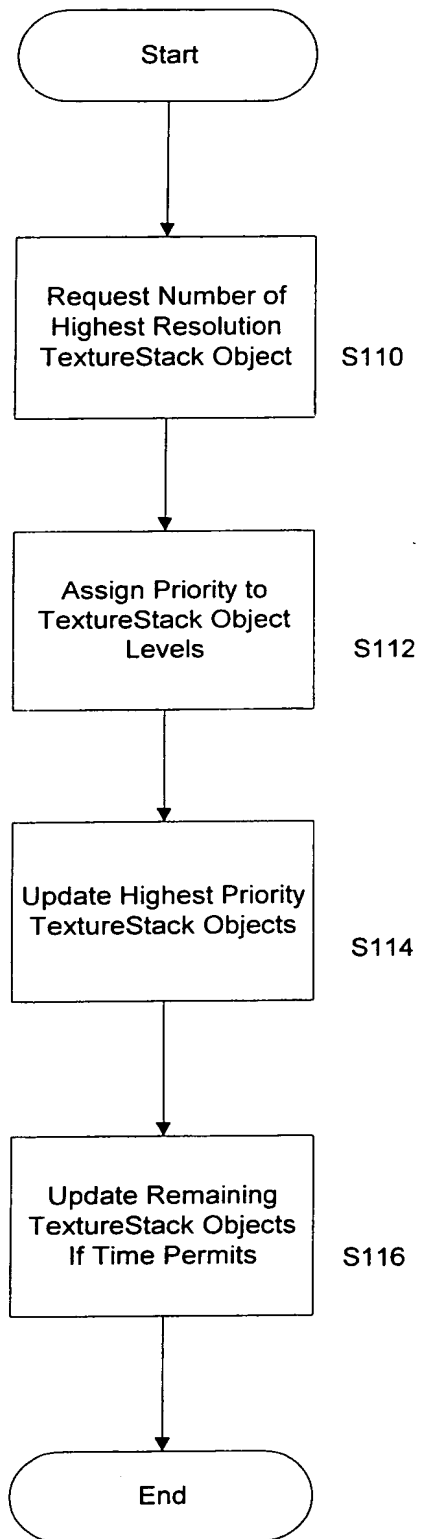


Fig. 10B

Fig. 11



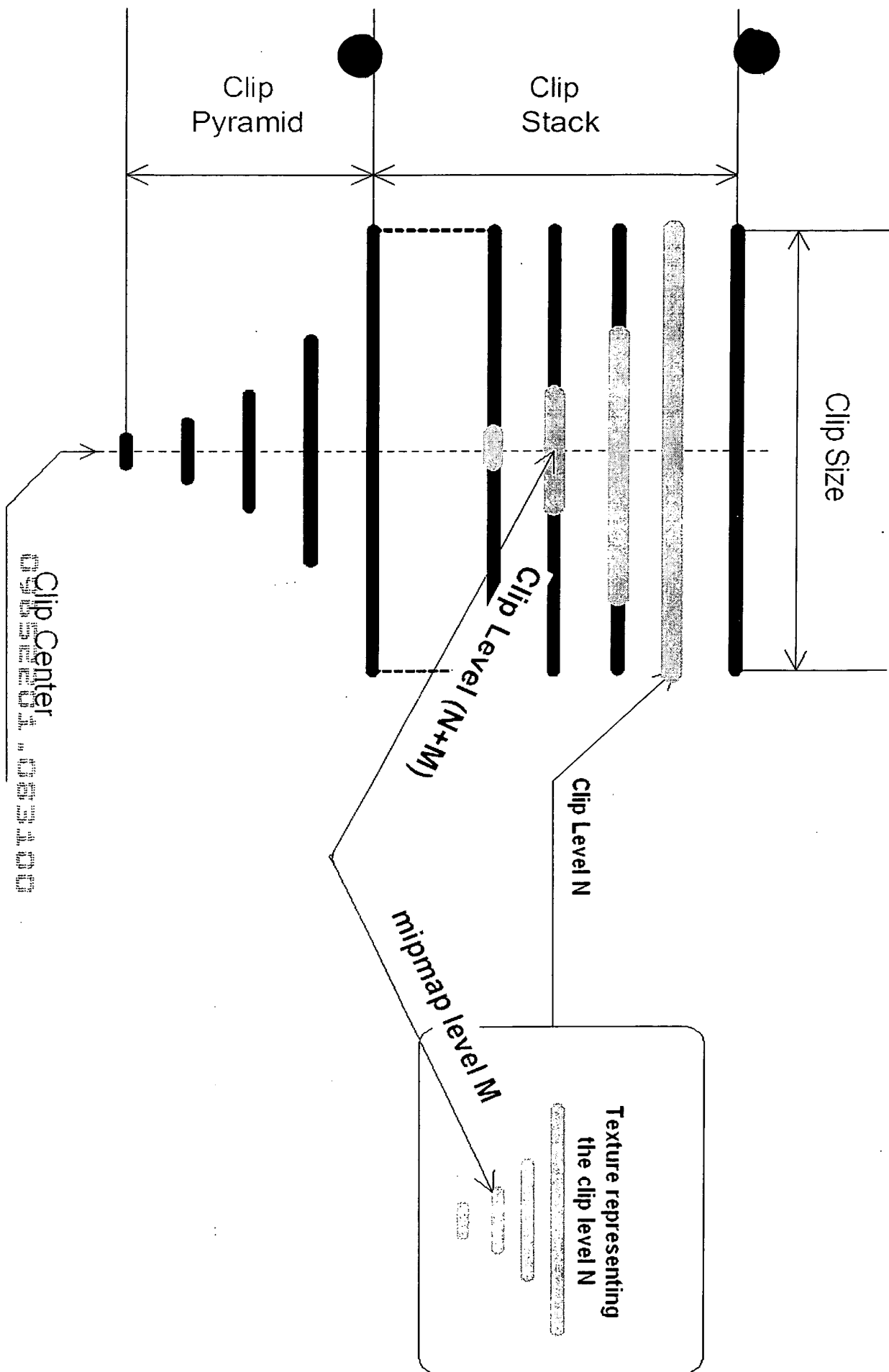


Fig 12

Fig. 13

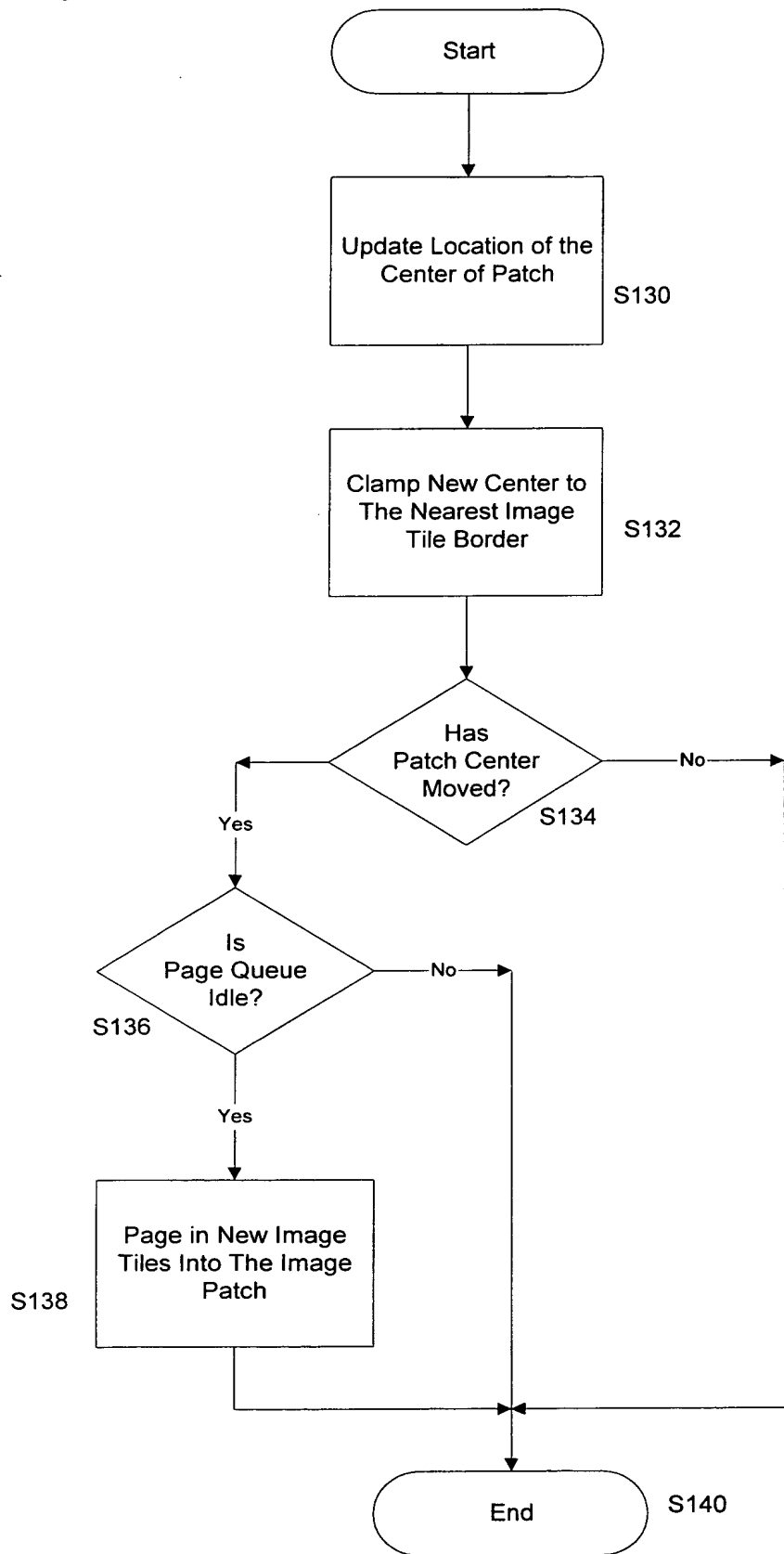


Fig. 14

